

FIG. 1

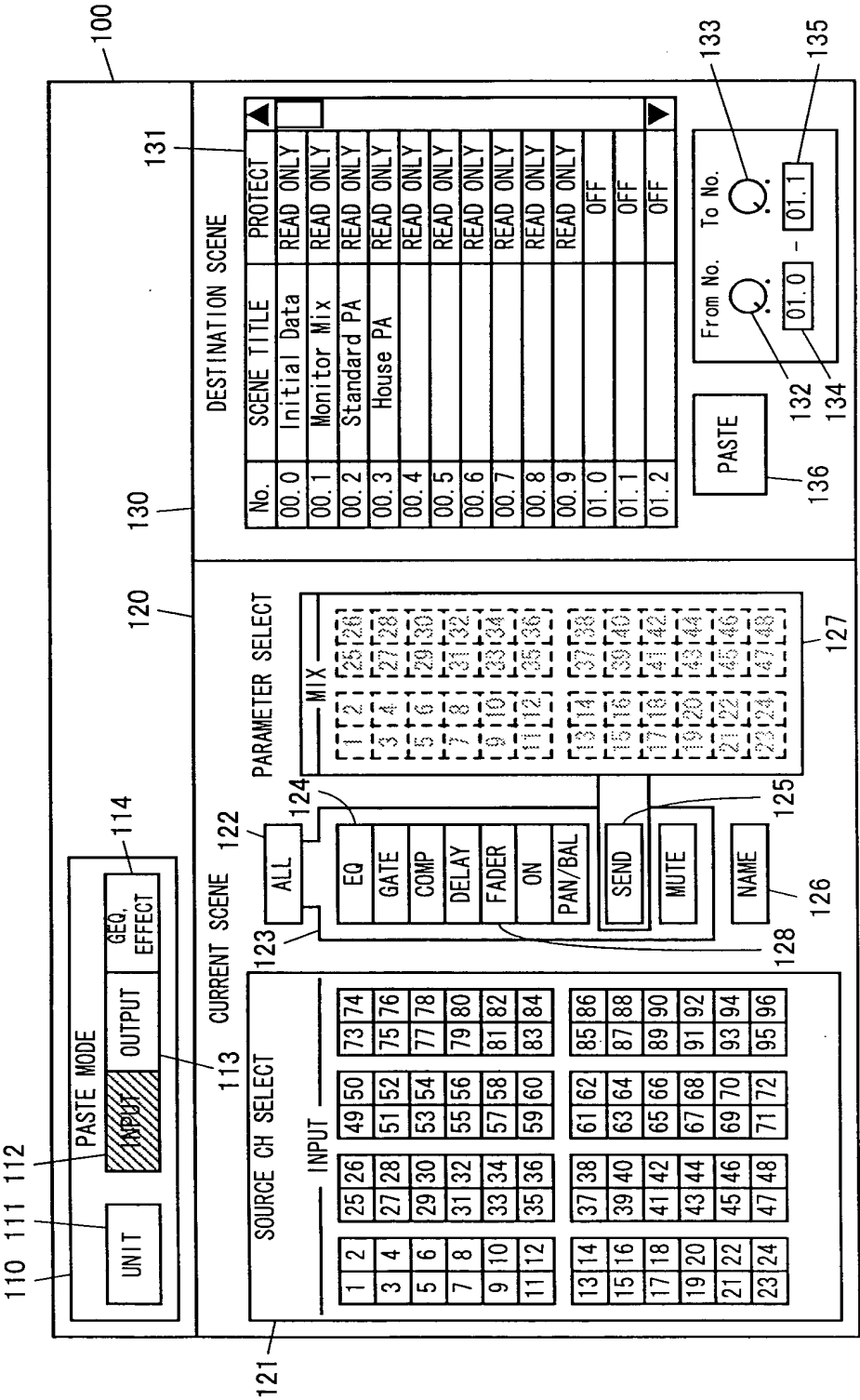


FIG. 2

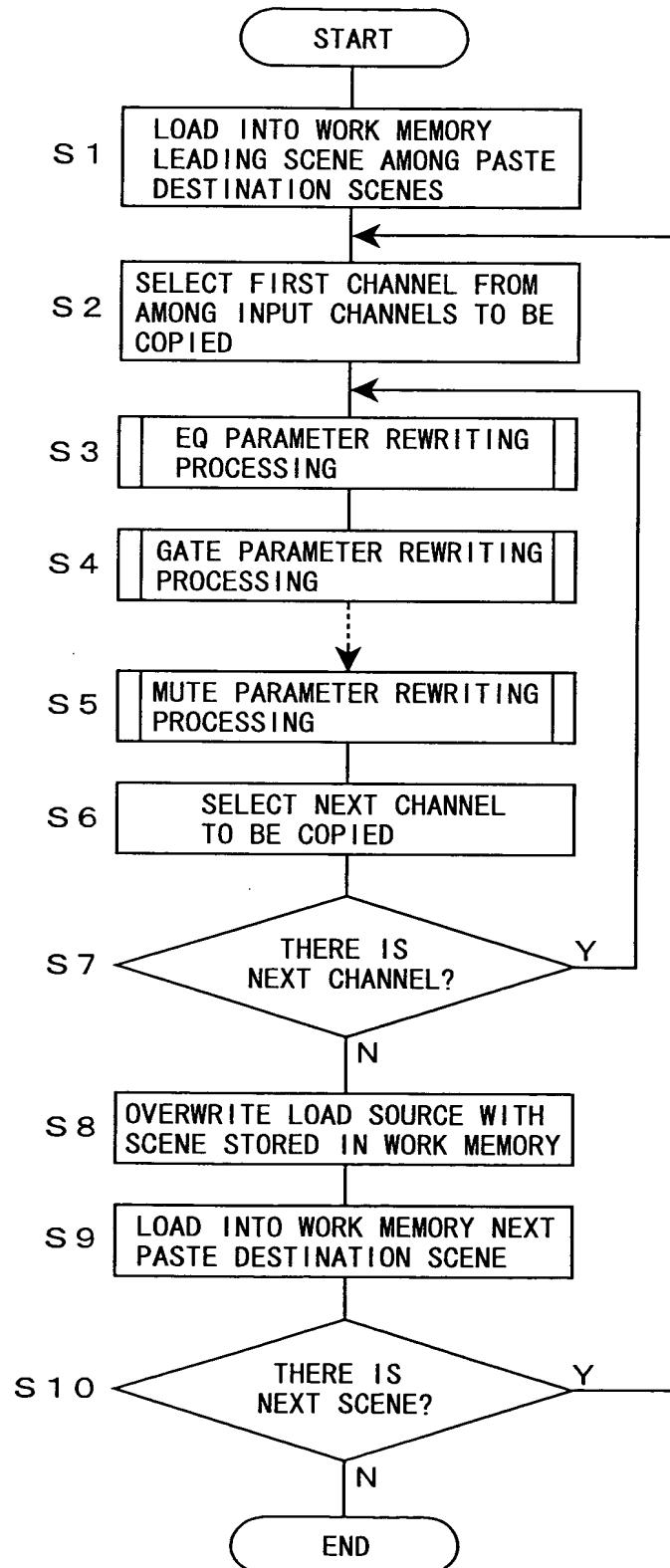


FIG. 3

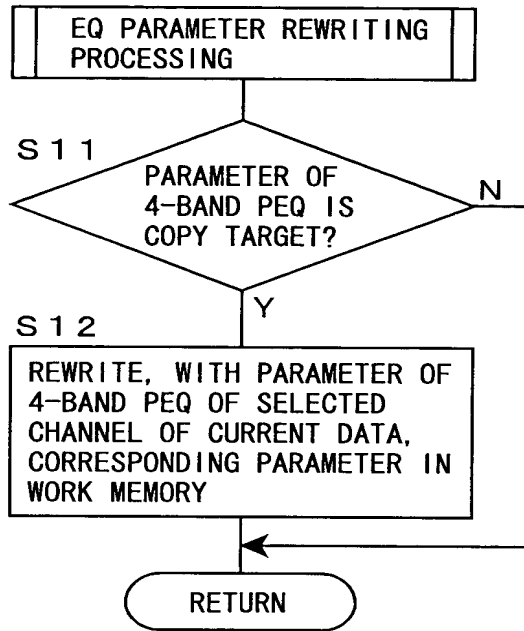


FIG. 4

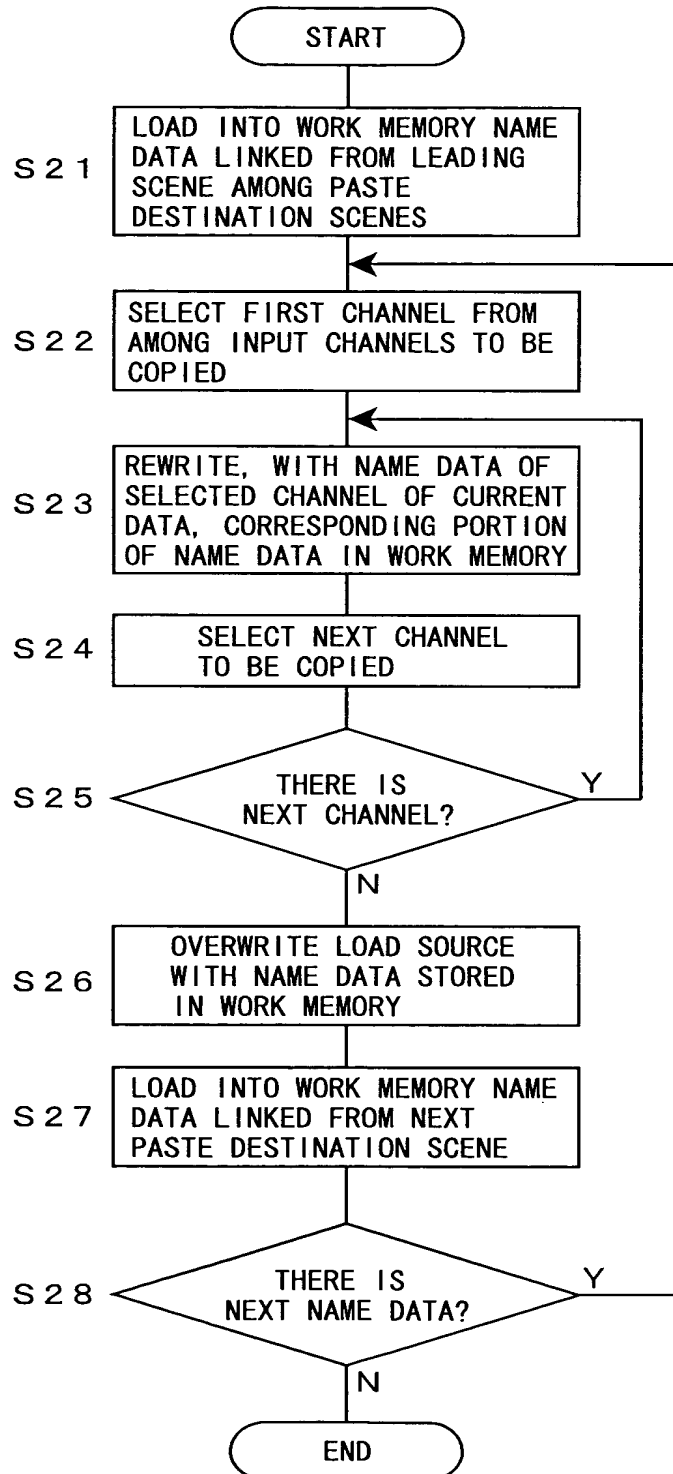


FIG. 5

110

100

120

130

UNIT

PASTE MODE

INPUT

OUTPUT

DCA, GEO

EFFECT

CURRENT SCENE

SOURCE CH SELECT

MIX

MATRIX

1	2	25	26	1	2	13	14
3	4	27	28	3	4	15	16
5	6	29	30	5	6	17	18
7	8	31	32	7	8	19	20
9	10	33	34	9	10	21	22
11	12	35	36	11	12	23	24
13	14	37	38	13	14	25	26
15	16	39	40	15	16	27	28
17	18	41	42	17	18	29	30
19	20	43	44	19	20	31	32
21	22	45	46	21	22	33	34
23	24	47	48	23	24	35	36

ALL

EQ

COMP

DELAY

FADER

ON

PAN/BAL

MUTE

NAME

DESTINATION SCENE

No.	SCENE TITLE	PROTECT
00.0	Initial Data	READ ONLY
00.1	Monitor Mix	READ ONLY
00.2	Standard PA	READ ONLY
00.3	House PA	READ ONLY
00.4		READ ONLY
00.5		READ ONLY
00.6		READ ONLY
00.7		READ ONLY
00.8		READ ONLY
00.9		READ ONLY
01.0		OFF
01.1		OFF
01.2		OFF

PASTE

From No. To No.

01.0 - 01.1

FIG. 6

110

UNIT

PASTE MODE

INPUT

OUTPUT

000/000

EFFECT

100

120

130

CURRENT SCENE

SOURCE No. SELECT

— GEQ —

GEQ 1

GEQ 2

GEQ 3

GEQ 4

GEQ 5

GEQ 6

GEQ 7

GEQ 8

GEQ 9

GEQ 10

GEQ 11

GEQ 12

GEQ 13

GEQ 14

GEQ 15

GEQ 16

GEQ 17

GEQ 18

GEQ 19

GEQ 20

GEQ 21

GEQ 22

GEQ 23

GEQ 24

— EFFECT —

EFFECT 1

EFFECT 2

EFFECT 3

EFFECT 4

EFFECT 5

EFFECT 6

EFFECT 7

EFFECT 8

DESTINATION SCENE

No.	SCENE TITLE	PROTECT
00.0	Initial Data	READ ONLY
00.1	Monitor Mix	READ ONLY
00.2	Standard PA	READ ONLY
00.3	House PA	READ ONLY
00.4		READ ONLY
00.5		READ ONLY
00.6		READ ONLY
00.7		READ ONLY
00.8		READ ONLY
00.9		READ ONLY
01.0		OFF
01.1		OFF
01.2		OFF

PASTE

From No.

To No.

01.0

01.1

FIG. 7

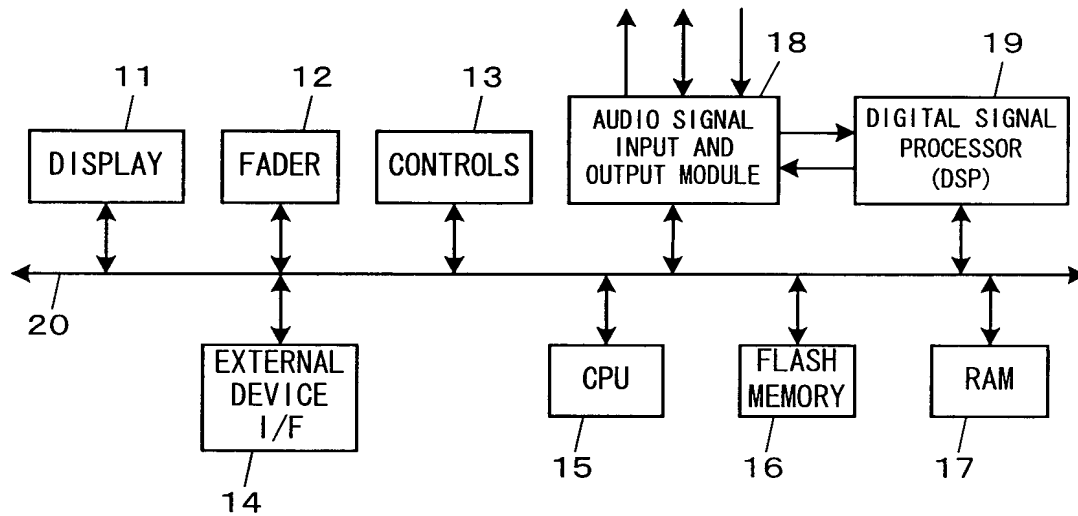
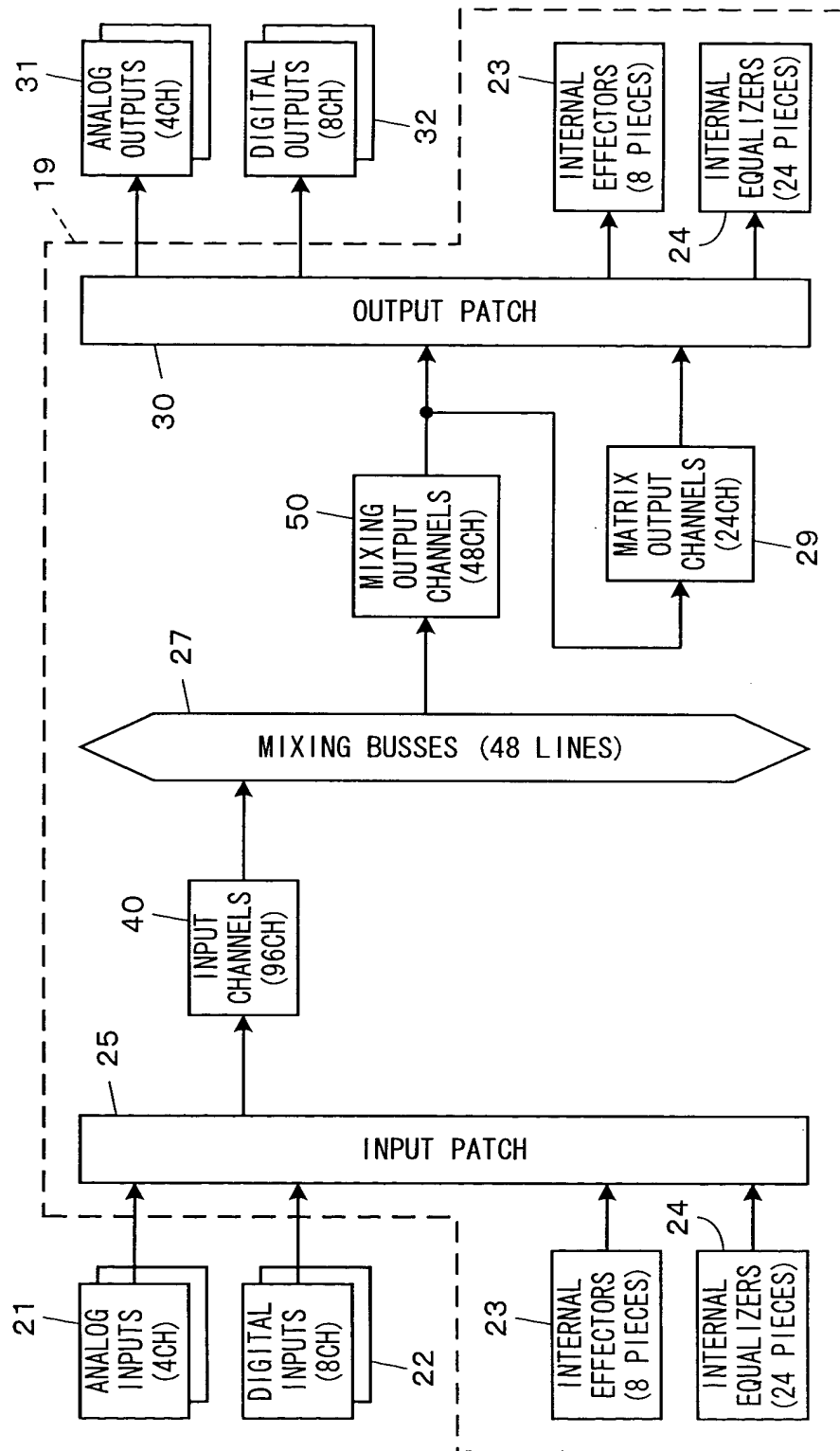
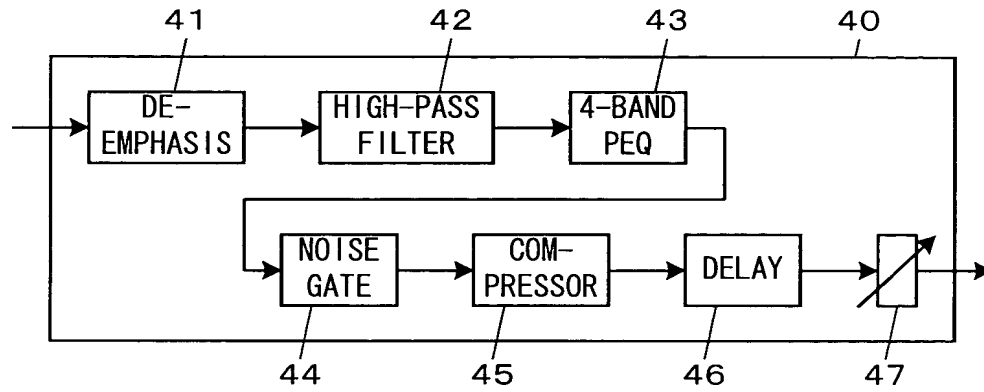


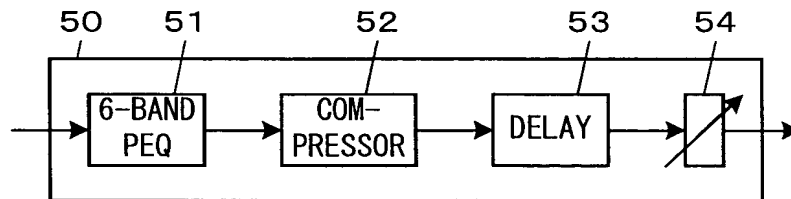
FIG. 8



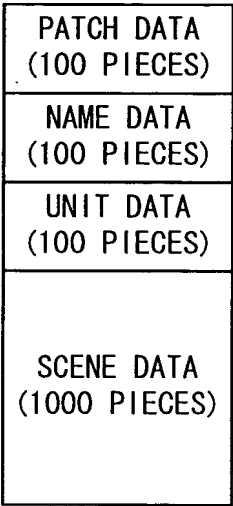
F I G. 9



F I G. 10



F I G. 1 1



F I G. 1 2

